

## 1.0 MASONRY PRE-CONSTRUCTION CONFERENCE

### A. Masonry Pre-Construction Conference Requirements: **<Edit for GC or CM; Architect or Engineer>**

1. The **[General Contractor] [Construction Manager]** in conjunction with the **[Architect] [Engineer]** shall schedule a Masonry Pre-Construction Conference at the jobsite at approximately 3 weeks prior to start of masonry work at the site.
2. All contractor submissions shall be submitted to the **[Architect] [Engineer]** and reviewed prior to this conference.
3. Responsible assigned parties of the participants shall attend the conference. The **[General Contractor] [Construction Manager]** shall prepare and issue minutes of the meeting to all parties concerned.
4. Masonry work may not proceed without the Masonry Pre-Construction Conference.
5. Participants, representatives from: **<Edit as required.>**
  - Owner
  - [Architect] [Engineer]**
  - [General Contractor] [Construction Manager]**
  - Project Superintendent
  - Mason Contractor Mason Foreman
  - Masonry Inspector **<See MBC, Ch. 17, Special Inspection>**
  - Self-Consolidating Grout Supplier
  - Testing Laboratory

### B. The following is the agenda for the Masonry Pre-Construction Conference:

1. Review Contract Documents for Mason's clarifications, **[Architect's] [Engineer's]** intent, and Masonry Inspector responsibilities. **<See Project Manual's Section "Quality Assurance">**
  - a. **[Architect's] [Engineer's]** summary for typical/atypical aspects of the Project.
  - b. Locations of shear walls.
  - c. Locations of CMU control joints and brick expansion joints.
  - d. Contractor's concern for missing/incomplete details.
  - e. Verify use of up-to-date plans/specifications.
  - f. Contractor's responsibility for temporary wall bracing.
  - g. Installation procedures.
  - h. Integral water repellants and post-cleaning field-applied water repellants
  - i. Coordination issues with other trades.
  - j. Protection of and scheduling of non-masonry construction that will interfere with masonry work.
  - k. Open issues/concerns.
  - l. Job-Site storage and staging areas.
2. Submittal issues. **<NOTE: All of these items supposedly have already been reviewed, approved, or approved as noted. Intent is to only re-hash the submittal items and clarify any areas of confusion.>**
  - a. Mortar type, proportions and mix design.
    - 1) Specific locations/applications for different mortars.
  - b. Grout type, proportions and mix design.
    - 1) Specific locations/applications for different grouts.
  - c. Review manufacturer's literature for special requirements and conditions of use.
  - d. Review joint reinforcement and accessories shop drawings.

- e. Review Vertical and Horizontal Reinforcing Steel shop drawings, splice lengths, column reinforcement and ties, and bar positioners.
  - f. Lintels, door frames and other 'built-ins' materials status.
  - g. Review shelf angle shop drawings.
  - h. Review flashing details.
  - i. Review certificates of compliance.
  - j. Review each type and size of anchor, tie, and metal accessory.
  - k. Review specific ASTM Standards.
  - l. Review certificate(s) for flashing, grouting and cleaning masonry workshops.
  - m. Review the approved masonry material cleaning plan.
3. Verify material samples that have been reviewed/accepted.
- a. Color ranges.
  - b. Textures.
  - c. Finishes.
  - d. Dimensions of units.
  - e. Mortar (pigmented).
4. Review/critique [**Mock-up**] [**Sample**] Panel.
- a. Dimensions.
  - b. Flashings details.
  - c. Joint details.
  - d. Bond pattern(s).
  - e. Mortar spreading procedures.
  - f. Workmanship and detailing.
  - g. Cleaning.
5. Review grout demonstration panel (if applicable).
6. Verify that any specified pre-construction tests have been performed and are acceptable to the [**Architect**] [**Engineer**].
- a. Mortar and grout tests.
  - b. Masonry units.
  - c. Prism testing.
7. Review contractor's proposed cold and hot weather construction procedures and Project Specification requirements.
8. Review masonry inspection requirements and level.